

ARAC AND THE ARACHNIDROID

FOR THE COMMODORE 64 AND 128

LOADING

Depress "SHIFT" and "RUN STOP" keys then press play on the recorder when prompted.

STARTING

Use the joystick to select full or short game option. Press fire (or space bar) to start game.

CONTROLS

— Joystick or keyboard (semi-automatic selection). —

CONTROLS FOR ARAC

Joystick left, move Arac left.

Joystick right, move Arac right.

Fire Button — Press to launch net.

Release to drop net.

Joystick forward — adjust net trajectory.

Joystick back — view clock.

Joystick back then forward — crouch and jump action.

Joystick back and fire = icon board/freeze game.

Use joystick left and right to move pointer to select option

Press fire to activate desired option
(E = abort game)

Joystick forward = return to game play.

CONTROLS FOR ARACHNIDROID

Joystick left and right = movement left and right.

Forwards = up

Back = down

Fire button = fire energy bolts

KEYBOARD EQUIVALENTS

(Change control to keyboard option by pressing a direction key.)

Control logic as for joystick but keys as follows:

Left = 'Commodore' key

Right = left shift-key

Down = : key

Up = @ key

Fire = space bar

CAST OF CHARACTERS

Arac — (our hero) Arac is a droid. Arac can jump, Arac can glide left or right. Arac can fire his net to capture creatures. Arac imprisons his captives until their help is required (each will help him once in return for their freedom). Arac jumps up and down with impatience if left too long. Once he has collected the remaining two legs and the red power globe he can transform into the devastating Arachnidroid.

Arachnidroid With its strange powers of movement (it can fall upwards) and its mighty fire power of energy bolts. Remember it uses energy twice as fast when it's upside down.

Malevolent Man of War Is the key which fuses delicate electronics. Beware the M.M.W. stings as they absorb a lot of energy. Before it can be netted it must be stunned with energy bolts.

Big Borer Bad tempered. Likes to lurk where it can reach out and bite unsuspecting passers-by but then it can be caught. However, if pointed in the



ARAC



MALEVOLENT
MAN OF WAR



BIG BORER



RAY



ROCK HOPPER



STINGER



Cage

Energy
Reserve
Level

Achievement
Indicator

Spark
Indicator

right direction, will gnaw its way through solid walls.

Ray An amiable flounder who minds his own business but will, if asked, look after the arachnidroid's energy source and draw a blind eye over the citadel's radar.

Rock Hopper A nervous but energetic little bouncer, worth his great weight in uranium, especially when opening the fist.

Stinger An irritating insect which, when disturbed, adopts the aggressive determination of an angry hornet. Its stings are energy sapping. However, its flying powers can be harnessed to take Arac to new heights.

Robot Guards Fire plasma bullets and are only destroyed by the arachnidroid's energy bolts.

EQUIPMENT

Net Used to capture creatures. Can be fired only by Arac (see controls section). The net should not be launched while one of the creatures is helping Arac as this will probably kill it.

Nuclear reactor The heart of the matter.

Cage Holds Arac's prisoners while waiting to be called upon but beware – if an energy crisis looms some creatures will escape. Remember it will only hold up to eight of each type of animal.

Energy meter Arac provides energy that the arachnidroid can borrow at will but the arachnidroid must change back into Arac before his borrowed energy runs out (otherwise the borrowed portion is lost forever). Also, an energy crisis may arise releasing some of the captives from their imprisonment. Energy will be gradually restored to Arac when he is himself.

Spark Indicator Visual display of the arachnidroid's energy reserves.

Lazers Impassable when on.

Electro magnets Impassable except with a little lifting help.

The Fist Holds one of the secrets of success.